# CLAIMS

What is claimed is:

1.  A content-providing system for a flight simulator, said system comprising:

    a gateway having an interface to a digital network; and

    at least one host computer system executing a server portion of said flight simulator program;

    wherein said gateway is operable to receive a request for a connection to said server portion from a user executing a client portion of said flight simulator program over said digital network, and to establish a connection between said client portion and said server portion such that primary processing for said flight simulator takes place at said server portion, and such that interface updates are processed at said client portion.

2.  The content-providing system of claim 1 further comprising a database in communication with said gateway.

3.  The content-providing system of claim 2 wherein said gateway is further operable to establish said connection based upon authentication of said user based upon information contained in said database.

4.  The content-providing system of claim 2 wherein said database comprises billing information.

5.     The content-providing system of claim 1 wherein said server portion comprises executable code derived from an actual aircraft component.

6.     The content-providing system of claim 5 wherein said actual aircraft component is a flight management system (FMS).

7.     A method of providing access via a digital network to a program at a content-providing system, the method comprising:

> receiving a request for a connection from a client system via said digital network at a gateway associated with said content-providing system;
>
> establishing a connection between said client system and said program across said digital network via said gateway;
>
> executing said program at said content-providing system; and
>
> providing instructions from said program to said user from said content-providing system, said instructions corresponding to an update to a user interface executing at said client system.

8.     The method of claim 7 wherein said step of establishing said connection comprises:

receiving an authentication credential at said host computer system; and

correlating said credential with an entry in a database at said content-providing system to verify that said user is permitted to use said program.

9. The method of claim 7 further comprising the step of monitoring a time of usage at said content-providing system.

10. The method of claim 9 further comprising the step of maintaining billing information at said content-providing system, wherein said billing information is correlated to said time of usage.

11. The method of claim 7 wherein said program is an aircraft simulation program.

12. The method of claim 11 wherein said aircraft simulation program is based upon software code used in an aircraft component.

13. The method of claim 12 wherein said aircraft component comprises a flight management system.

14. The method of claim 13 wherein said program is stored on a card executing on a host computer associated with said content-providing system.

15. A system for providing access to a computer application over a network, said system comprising:

an interface to said network;

a plurality of cards, each of said plurality of cards comprising a card processor configured to execute one of said plurality of computer applications; and

a host processor in communication with said interface and with each of said plurality of cards, wherein said host processor is operatively configured to provide access to one of said plurality of card processors via said network.

16. The system of claim 15 wherein each of said plurality of computer applications comprises an aircraft simulation program.

17. The system of claim 16 wherein said aircraft simulation program is based upon software code used in an aircraft component.

18. The system of claim 17 wherein said aircraft component is a flight management system.

19. The system of claim 15 wherein said network is a distributed interactive simulation (DIS) network.

20. The system of claim 15 wherein said network is a high level architecture (HLA) network.

21. The system of claim 19 wherein said system is connected through said DIS network to a distributed mission training (DMT) Scenario.

22. The system of claim 20 wherein said system is connected through said HLA network to a distributed mission training (DMT) Scenario.

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